This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims (deleted text being struck through and added text being underlined):

1   1. (Previously presented) An audio player comprising:
2   an ear module formed to be entirely supported by an ear, the
3   ear module comprising:
4   a speaker;
5   a memory for storing digitized audio; and
6   a player coupled to the speaker, battery and memory that
7   provides audio signals to the speaker based on the digitized
8   audio.

1   2. (Previously presented) The audio player of claim 1
2   wherein the ear module comprises a device selected from the group
3   consisting of an in the canal device, a completely in the canal
4   device, and an in the ear device.

1   3. (Original) The audio player of claim 1 wherein the ear
2   module comprises an ear bud having an ear clip.

1   4. (Previously presented) An audio player system
2   comprising:
3   an ear module formed to be entirely supported by an ear; and
4   a hub supported by the ear module that provides audio signals
5   to the ear module based on stored digitized audio signals.

1   5. (Original) The audio player of claim 4 wherein the ear
2   module comprises a speaker, and wherein the hub comprises a

3   controller that converts the stored digitized audio signals to signals

4   useable by the speaker.

1   6. (Original) The audio player of claim 4 wherein the stored

2   digitized audio signals comprise signals in a format selected from

3   the group consisting of MP3 (Moving Picture Experts Group Layer-3

4   Audio), RA (RealAudio), WMA (Windows Media Audio), ASF

5   (Active Streaming Format), AU (Audio file), AUD (Audio file), AIF

6   (Auxiliary Information File), ASX (Active Streaming XML), ASF

7   (Active Streaming Format (Microsoft)), MIDI (Musical Instrument

8   Digital Interface), RMI (Real Music Interface), SND (Sound file)

9   WAV (Windows Audio Volume) WAX (Windows Audio Executable),

10   or WM (Windows Media) signals.

1   7. (Original) The audio player of claim 4, wherein the hub

2   comprises connectors for supporting and communicating with

3   peripheral devices.

1   8. (Original) The audio player of claim 7 and further

2   comprising a peripheral device coupled to the hub.

1   9. (Previously presented) An audio player system

2   comprising:

3   an ear module formed to be entirely supported by an ear;

4   a hub supported by the ear module that provides audio signals

5   to the ear module based on stored digitized audio signals;

6   a peripheral device supported by the hub.

1   10. (Original) The audio player of claim 9 wherein the

2   peripheral device is electrically coupled to the hub and is selected

3   from the group consisting of a solar collector, battery, memory. RF

4   receiver, RF transmitter, RF transceiver, data connector, memory

5   carrier, ROM music release, display device, and control device.

1   11. (Original) The audio player of claim 9 wherein the hub

2   comprises a player capable of playing signals in a format selected

3   from the group consisting of MP3 (Moving Picture Experts Group

4   Layer-3 Audio), RA (RealAudio), WMA (Windows Media Audio),

5   ASF (Active Streaming Format), AU (Audio file), AUD (Audio file),

6   A1F (Auxiliary Information Tile), ASX (Active Streaming XML),

7   ASF (Active Streaming Format (Microsoft)), MIDI (Musical

8   Instrument Digital Interface), RMI (Real Music Interface), SND

9   (Sound file) WAV (Windows Audio Volume) WAX (Windows Audio

10 Executable), or WM (Windows Media) signals.

1   12. (Original) The audio player of claim 9 wherein the

2   peripheral device is formed to appear as jewelry.

1   13. (Original) The audio player of claim 12 wherein a musical

2   band records music on peripheral devices formed to appear as a line

3   of jewelry.

1   14. (Previously presented) A peripheral device for an ear

2   supported digitized audio player, the peripheral device comprising:

3   a connector adapted to connect to the audio player in a

4   suspended relationship from the audio player; and

5   a memory coupled to the connector that stores digitized audio,

6   the memory being suspended from the connector to suspend the

7   memory from the audio player.

1   15. (Original) The peripheral device of claim 14 wherein the
2   digitized audio is stored in *a* format selected from the group
3   consisting of MP3 (Moving Picture Experts Group Layer-3 Audio),
4   RA (RealAudio), WMA (Windows Media Audio), ASF (Active
5   Streaming Format), AU (Audio file), AUD (Audio file), AIF
6   (Auxiliary Information File), ASX (Active Streaming XML), ASF
7   (Active Streaming Format (Microsoft)), MIDI (Musical Instrument
8   Digital Interface), RMI (Real Music Interface), SND (Sound file)
9   WAV (Windows Audio Volume) WAX (Windows Audio Executable),
10 or WM (Windows Media) signals.

1   16. (Previously presented) A peripheral device for an ear
2   supported digitized audio player, the peripheral device comprising:
3   a connector adapted to connect to the audio player in a
4   suspended relationship from the audio player;
5   a memory coupled to the connector that stores digitized audio,
6   the memory being suspended from the connector to suspend the
7   memory from the audio player; and
8   a decorative enclosure for the memory.

1   17. (Original) The peripheral device of claim 16 wherein the
2   digitized audio is stored in a format selected from the group
3   consisting of MP3 (Moving Picture Experts Group Layer-3 Audio),
4   RA (RealAudio), WMA (Windows Media Audio), ASF (Active
5   Streaming Format), AU (Audio file), AUD (Audio file), AIF
6   (Auxiliary Information File), ASX (Active Streaming XML), ASF
7   (Active Streaming Format (Microsoft)), MIDI (Musical Instrument
8   Digital Interface), RMI (Real Music Interface), SND (Sound file)
9   WAV (Windows Audio Volume) WAX (Windows Audio Executable),
10 or WM (Windows Media) signals.

1   18. (Currently Amended) A method of packaging music

2   comprising:

3   obtaining music in a digital format;

4   storing such digital format signals on a memory device ;

5   encapsulating the memory device in a decorative enclosure;

6   and

7   suspending the memory device from a digitized audio player

8   entirely supported by an ear of a user of the player.

1   19. (Original) The method of packaging music of claim 18

2   wherein decorative enclosures for a selected recording group are

3   similar.

        20. (Cancelled)

1   21. (Original) The method of claim 18 wherein the digital

2   format is selected from the group consisting of MP3 (Moving

3   Picture Experts Group Layer-3 Audio), RA (RealAudio), WMA

4   (Windows Media Audio), ASF (Active Streaming Format), AU

5   (Audio file), AUD (Audio file), A1F (Auxiliary Information File),

6   ASX (Active Streaming XML), ASF 20 (Active Streaming Format

7   (Microsoft)), MIDI (Musical Instrument Digital Interface), RMI

8   (Real Music Interface), SMD (Sound file) WAV (Windows Audio

9   Volume) WAX (Windows Audio Executable), or WM (Windows

10   Media) signals.

1   22. (Previously presented) The audio player of claim 1

2   wherein the ear module is free of any other structure providing

3   support on the body of a user when supported on the ear.

1   23. (Previously presented) The audio player of claim 1

2   wherein a portion of the ear module is inserted into the ear when

3   supported on the ear.

1   24. (Previously presented) The audio player of claim 1

2   wherein the ear module fits substantially entirely within the ear of

3   the user when supported on the ear.